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MISSION 13

DEATH FROM ABOVE

With Squad Octavian under increasing pressure to defend its designated area against the Tyranid horde, more Ultramarines were dispatched to support their battle brothers. Sergeant Furiae and a handful of Assault Marines were the first to answer the call. Thanks to the increased mobility of their jump packs, the Assault Marines were able to reach the beleaguered members of Squad Octavian swiftly. What followed was a quick and bloody battle. The Ultramarines of Squads Octavian, Atreus, and Furiae were intent not only on holding the Tyranids back but also on regaining lost ground. The Ultramarines seized the initiative and launched a counteroffensive against the Tyranid force.

FORCES

ULTRAMARINES

- Squad Octavian (3 bolters, 1 flamer, Sergeant Octavian)
- Squad Atreus (4 bolters, 1 missile launcher)
- Squad Furiae (4 Assault Marines, Sergeant Furiae)

TYRANIDS

- 8 Hormagaunts
- 10 Termagants
- 1 Biovore
- 3 Tyranid Warriors (1 venom cannon, 1 devourer, 1 deathspitter)

OBJECTIVE

ULTRAMARINES

- **Win:** If there are no scoring Tyranid units and at least one scoring Ultramarine unit within 12" of the Tyranid player's starting edge.

TYRANIDS

- **Win:** If the Tyranid player has at least one scoring unit within 12" of his starting edge and there are no scoring Ultramarine units within 12".

- **Draw:** If neither player has scoring units within 12" of the Tyranid board edge.

Scoring units: Units are those that are in a position to claim an objective or contest a pivotal area on the battlefield at the end of the game are called scoring units. Any infantry unit that has at least 50% of its starting number still alive is a scoring unit. More information can be found about scoring units on p. 85 of the Warhammer 40,000 rulebook.

Game Length: The game lasts for 6 turns.

SET-UP

Set up a 48" x 48" board. Both players should roll a D6. Beginning with the player with the highest result, the players then alternate placing the wreckage on the board. Both players should roll a D6. The player with the highest result chooses his table edge. Beginning with the Ultramarine player, both players alternate placing units within 12" of their table edge.

ULTRAMARINES RULES

Squads Octavian & Atreus: These models move, shoot, and assault exactly as in previous missions.

Squad Furiae Move/Jump Packs: Jump packs give Space Marines the ability to cover much greater distances than their comrades on foot. Squad Furiae moves in the following manner. If the squad retains unit coherency, each model can move up to 12". As the Space Marines make powerful leaps and bounds, this move can take the models over intervening terrain, scenery, and even other models.

However, such tactical flexibility comes at a risk if any of the models wish to end their movement within difficult terrain. For each model that finishes its move within difficult terrain, roll a D6. On the roll of a 1, that model is wounded with no armor saves allowed. This rule represents some complication in landing that results in a horrific injury.

The Assault Marines may choose to move normally without using their jump packs.

Squad Furiae Shooting: Squad Furiae is not as deadly at shooting as Squads Atreus or Octavian. However, Squad Furiae still wields formidable bolt pistols. The bolt pistols can fire once each up to 12" and have the same chances of hitting and wounding as bolters. If the Assault Squad does not move at all (not even to assault), each member of the squad may fire his pistol twice instead of just once.

Sergeant Furiae is armed with a plasma pistol, a deadly, short-ranged weapon. A plasma pistol has a range of 12" and requires a 3+ to hit. Any Tyranid model struck by the plasma pistol will be wounded on a roll of a 2+ with no armor save allowed. If he and his squad remain stationary, Sergeant Furiae may fire twice with his plasma pistol.

Gets Hot: Plasma weapons are utterly deadly. However, their use poses a significant danger to the firer. Whenever a plasma gun is fired, there is a risk it will overheat. If any roll to hit is equal to or less than the number of shots fired, the firer must pass an armor save or lose a Wound.

Squad Furiae in Assaults: If Squad Furiae is within 6" of a Tyranid brood after the Shooting Phase, the Squad may launch an assault in the usual way. Each member of Squad Furiae is armed with a chainsword and a pistol – because of these weapons, the Assault Marines have 2 Attacks in close combat and roll one D6 for each. Every member of the squad gets an additional Attack on the turn that he charges. Squad Furiae strikes after Tyranid Warriors, simultaneously with Hormagaunts, and before the Biovore and Termagants. Assault Marines will hit Termagants and the Biovore on a 3+ and the Tyranid Warriors and Hormagaunts on a 4+. Hormagaunts and Termagants that are hit will be wounded on 3+, while Tyranids and Biovores will be wounded on a 4+. Tyranid Warriors may attempt armor saves on a 5+, and Termagants and Hormagaunts on a 6+. The Biovore gets no save of any kind in combat.

TYRANIDS RULES

Tyranid Force: All units in the Tyranid force function as described in previous missions within the **Battle for Macragge**.

Shooting at Squad Furiae: Members of Squad Furiae are hit and wounded by Tyranid shooting in exactly the same way as the other Space Marines described in previous missions in the **Battle for Macragge**. Members of Squad Furiae take armor saves on a 3+ if permitted.

Living Artillery: Biovores are created with the sole purpose of bombarding the enemy. Regardless of the mission, Biovores can never claim objectives and are never a scoring unit.

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